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Subject: Re: Tutorial: How to insert a C&C95 Map into Command & Conquer3D 1999

Posted by [Kamuix](#) on Sat, 22 Apr 2017 01:10:35 GMT

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iRANian wrote on Wed, 05 April 2017 03:59It's also possible to convert C&C95 maps to RA95, but you need to write the tooling for it. I got code for reading C&C95 and RA95 maps in C# on my github...just never bothered to write a converter.

At times i have wondered about the possibility of this because for a programmer it probably wouldn't be that hard to do what you're saying

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